# **CHUBBY QUEST VS 1.0 BETA**

#### PHASER ENGINE

## PLAYER MANUAL

## INTRODUCTION

Welcome to Chubby Quest! You play as Chubby, a courageous food adventurer from the colorful and happy world of Yumbow, who must battle across whimsical food worlds, gobble food, collect coins, and fight evil veggies to save the food worlds and reach the Legendary Candyland!

#### **MAIN OBJECTIVE**

Save the Food Worlds from the Boss Tomato and his army of evil veggies by progressing through each world and ultimately unlocking Candyland to claim the Chubby Golden Cup.

## **CONTROLS**

Action	Keyboard	Gamepad
Move	← → (Arrow Keys)	Left Stick
Jump/Double Jump	↑ Arrow	A Button
Fart Attack	F Key	B Button
Throw Pepper Attack	Spacebar	X Button
Activate Shield	D Key	Y Button
Mega Fart Attack	G Key	RB Button
Block Veggie Spawn (Crimsoil	Н Кеу	RB Button
Pause / Quit Game	ESC	Start Button
Mute/Unmute	M	N/A

## GAMEPAD SUPPORT AND ITS LIMITATIONS

Chubby Quest was primarily designed for PC with keyboard controls, but it also offers limited gamepad support. The gamepad can only be used during gameplay—for global menu options, you must use the mouse. The Pause/Quit function behaves differently depending on your input method. When using a gamepad, selecting Quit will immediately restart the game without confirmation. When using a keyboard, the game will first prompt for confirmation before quitting.

### WORLDS

Your adventure takes you through six unique worlds:

- 1. Hamburgoland
- 2. Pinneapura
- 3. Spiceara
- 4. Pepperonia
- 5. Crimsoil Boss Domain

6. **Candyland** (Final World)

Each world contains regular levels and a special Buffet level.

### **GAMEPLAY BASICS**

## **Regular Level Objectives**

To clear a regular level, you must:

- 1. Defeat all enemies
- 2. Collect the minimum required number of coins
- 3. Maintain your food score within the target range ( $\pm 50$  points)
- 4. Survive random tomato attacks until the level ends

## **Buffet Level Objectives**

In Buffet levels (available in each Food World), you must:

• Collect the required score goal within 60 seconds

### **Food Score System**

- Each food item adds points to your food score
- You must keep your score within the target range (±50 points)
- If you exceed the range, you enter "Excess Mode" and have 120 seconds to fix your score
- Failing to fix your score during Excess Mode results in level failure

## **FAILURE CONDITIONS**

### **Regular Levels**

- Defeating all enemies without collecting enough coins
- Food score remaining outside the allowed range after Excess Mode expires
- Losing too many coins from random tomato attacks after enemies are defeated
- Losing all lives

#### **Buffet Levels**

• Failing to reach the required score goal within 60 seconds

## **BOSS BATTLE (CRIMSOIL)**

### **Special Rules**

- 1. After defeating the evil veggie and Boss Tomato, you must reduce all veggie points to zero
- 2. Mega Fart Attacks temporarily stun both the boss and incoming random enemy attacks (does NOT block Tomato Showers)
- 3. The Flying Platform serves as a safe zone where Chubby is immune to attacks
- 4. Burners help digest veggies
- 5. Press H to temporarily block veggies from spawning for 10 seconds after defeating the boss (followed by 10-second cooldown)

## FINAL GOAL

- 1. Unlock Candyland
- 2. Collect at least 12,000 points in 120 seconds to claim the Chubby Golden Cup
- 3. Gather at least 50,000 total points across all Buffets and Candyland to achieve Chubby's Happy End! ?

## **SCORE BOARD**

The game will track the points scored in each Buffet level and in Candyland. These points can be accumulated to unlock Chubby's Happy End. The food points scored throughout the main levels will not be counted on the scoreboard.

## **PLAYER STRATEGIES**

## 1. Strategic Enemy Management

- Don't defeat all enemies until you've collected enough coins
- Leave at least one enemy alive while farming coins

## 2. Defensive Play After Enemy Defeat

- Once all enemies are gone, be prepared for random tomato attacks (In Spiceara, Pepperonia and Crimsoil)
- Each tomato hit removes 1 coin, which can cause level failure
- Use shield abilities or dodge continuously during this phase

### 3. Resource Management: Peppers

- Peppers damage enemies and bosses by removing 10% of their health each time they are hit with one pepper. Enemies have a chance to dodge peppers, with bosses being significantly more evasive. Try to throw peppers from close range to increase the chances of hitting the target.
- Pepper Throws are limited by your pepper count
- Save them for tough enemies, especially the Boss Tomato who:
  - Dodges more frequently
  - Has substantial health
  - Becomes enraged over time
- Well-timed Pepper throws can interrupt dangerous enemy attacks

### 4. Effective Use of Mega Farts and Farts

- Mega Farts stun enemies AND the boss temporarily, blocking them from shooting tomatoes.
- Best used when:
  - The screen is crowded with enemies
  - · You feel overwhelmed
  - · You need time during intense moments
- Remember: Mega Farts do NOT block Tomato Showers
- Farts stun the enemy, leave them more vulnerable, and block them from shooting tomatoes, but do not work against other tomato attacks. This ability has a 10-second cooldown.

• To unlock the fart ability, you need to have scored at least 200 food or veggie points (even if they were digested afterwards).

## 5. Boss Fight Platform Strategy

- Use the Flying Platform in Boss Levels as a safe zone
- Plan your moves from this position, especially after Tomato Showers

## 6. Food Score Management

- Monitor your food meter carefully to avoid overeating
- In Excess Mode, you have 120 seconds to correct your food score
- Be selective about which food items you collect

## **PASSWORD**

To unlock all levels at once, use the password "CHUBBY" on the level select screen. Choosing "New Game" will reset back to default.

### COMPATIBILITY

Chubby Quest is fully compatible with Chrome and Edge browsers. Tests on Firefox have revealed some issues, specifically with animations. This is a known Firefox issue related to video playback. Although gameplay runs smoothly throughout the game, players may experience problems when unlocking animations — specifically, animations may not load immediately or may require a wait of at least ten seconds before continuing.

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